PRINCE OF PERSIA®

The Original Adventure

&

PRINCE OF PERSIA 2

THE SHADOW & THE FLAME®

by Jordan Mechner

User's Guide

For Macintosh®, IBM® and
100% Compatible Computers

PRINCE OF PERSIA®
The Original Adventure

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THE SHADOW & THE FLAME®

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Dedicated to the memory of Perry Stiling Babb.

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PRINCE OF PERSIA®

The Original Adventure

IT IS A TIME OF DARKNESS. WHILE THE SULTAN IS OFF FIGHTING a foreign war, his grand vizier jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

You are the only obstacle between Jaffar and the throne. An adventurer from a foreign land, innocent of palace intrigues, you have won the heart of the Sultan's lovely young daughter. And in so doing, you have unwittingly made a powerful enemy.

On Jaffar's orders, you are arrested, stripped of your sword and possessions, and thrown into the Sultan's dungeons. As for the Princess, Jaffar gives her a choice, and an hour to decide: Marry him—or die.

Locked in her room high in the palace tower, the Princess rests all her hopes on you. For when the last sands drain from the hourglass, her choice can bring only a throne for the Grand Vizier...a new reign of terror for his long-suffering subjects ...and death for the brave youth who might have been**...Prince of Persia.**

Getting Started

Macintosh®

To play Prince of Persia, you will need an Apple Macintosh Plus, SE, Classic or SE/30 with at least 2 megabytes of memory for black and white graphics (2.5 MB for System 7.0) or a Macintosh SE/30 with a color graphics card, Macintosh LC or Macintosh II series computer with at least 2 megabytes of memory for color graphics (4 MB for System 7.0). Installation to a hard disk is required.

To install Prince of Persia, insert the Prince of Persia CD Collection disc into your CD-ROM drive (using a disc caddy if appropriate), then double-click on the PoP CD Collection icon. Now click on and drag the Prince of Persia folder onto your hard drive.

To play Prince of Persia, double-click on the Prince of Persia folder, then double-click on the Prince of Persia icon. The opening title sequence will begin, followed by a prologue and a self-running demo. When you are ready to begin play, press the mouse button to access the Menu Bar. Then, select New Game from the File menu or press -N to start a new game.

IBM® & 100% Compatibles

Prince of Persia can be played from the keyboard or with a joystick. If you have a joystick, be sure it is properly installed.

Windows™ 95/98 Users: Installing and Starting from Windows™ 95/98

Autorun Enabled

To install Prince of Persia to your hard disk follow these instructions:

Insert the CD in the CD-Rom drive and select “Install The Collection” in the Startup menu.

Once the installation has been completed you can run the program by going to the Start \Programs menu and selecting

Red Orb Entertainment\Prince of Persia Collection Limited Edition\Prince of Persia Collection.

Autorun Disabled

To install Prince of Persia to your hard disk follow these instructions:

Double click on the CD icon in “my computer” and double click on the launcher.exe file and then select “Install The Collection” in the Startup menu.

Once the installation has been completed you can run the program by going to the Start \Programs menu and selecting Red Orb Entertainment\Prince of Persia Collection Limited Edition\Prince of Persia Collection.

Menu Bar and Special Keys

Macintosh®

The **Menu Bar** can be accessed at any time during game play by pressing the mouse button.

To **start** a new game, select New Game from the File menu.

To **load** and play a saved game, select Open Game, then double-click on the name of the saved game you wish to resume.

To **save** the current game, select Save Game from the File menu.

To **save** the current game under a different file name, select Save Game as . . . from the File menu.

To **quit** the current game and return to the title screen, select End Game from the File menu.

To **quit** the application and return to the desktop, select Quit from the File menu. If, while playing the game, you find yourself trapped with no way out, select Restart Level from the Game menu.

By pulling down the Game menu, you can also turn the Sound or Music off or on, Pause the game, or check the Time Remaining.

You can also use the following special keys:

Esc/Clear	Pause game/resume game.
X - N	Start a new game.
X - O	Open a saved game.
X - S	Save the current game to disk.
X - Q	Quit the game and return to the desktop.
Space bar	Press to see how much time is left.

IBM® and 100% Compatibles

Esc	Freeze frame. Press any other key to resume play.
Ctrl-J	Selects joystick control. Also recalibrates the program to match your joystick. Make sure that when you press this key the joystick is in the center (released) position.
Ctrl-K	Selects keyboard control.
Ctrl-R	Ends the game and returns you to the title sequence.
Ctrl-A	Restarts play from the beginning of the current level.
Ctrl-S	Turns off all sound. Press again to turn the sound back on.
Ctrl-G	Saves the current game to disk.
Ctrl-L	Press during the title sequence to resume the last saved game.
Ctrl-Q	Quit the game and return to DOS.
Space bar	Press to see how much time is left.

Saving Your Game

Macintosh®

To save your game in progress, select Save from the File Menu. The game will be saved under the name Future Prince. More than one game can be saved by entering a unique name for each game to be saved.

IBM® and 100% Compatibles

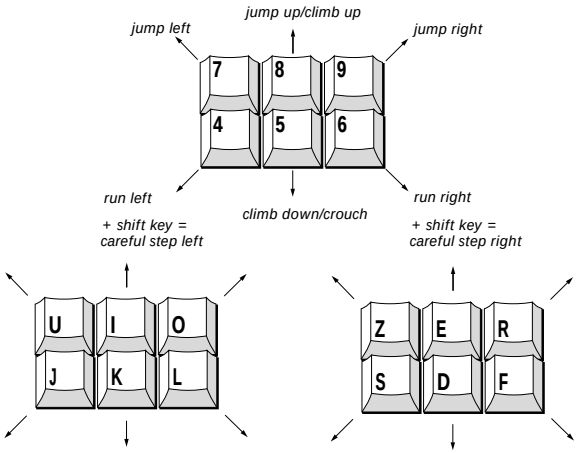
Once you have reached Level 3, you will have the option of saving your game to disk and continuing it later. To save your current game, press Ctrl-G at any time during play. If you are playing from floppy disks, be sure the 5.25" Prince of Persia Disk 1 or the 3.5" Prince of Persia disk is inserted in the drive.

The next time you play Prince of Persia, instead of pressing any key or a joystick button to start a new game, press Ctrl-L. The game will resume from the beginning of the level you were on when you last saved it.

Controlling Your Movements

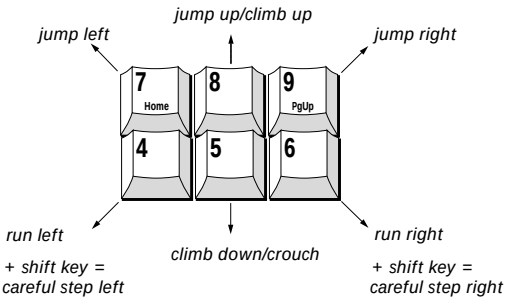
Use the following keys to control your movements. Note that the "left" and "right" keys perform different functions when they are used in conjunction with the SHIFT key (or CTRL, OPTION or the 0 on the numeric keypad).

Macintosh®:

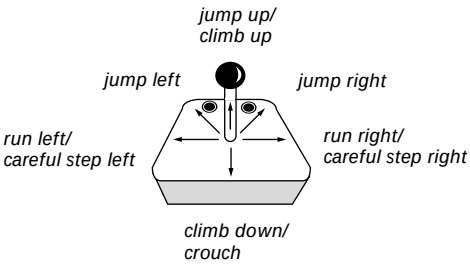


IBM® and 100% Compatibles:

Keyboard



Joystick



Running, Jumping and Climbing

Note to Macintosh® users:

The following instructions assume that you are using the numeric keypad in combination with the SHIFT key. If you wish to use one of the alternative sets of keys, refer to the preceding keyboard diagrams. Joystick instructions refer to IBM only.

To turn around:

Keyboard: Quickly press and release the 4 or 6 key depending on which direction you want to turn.

Joystick: Tap the joystick handle to the left or right.

To run:

Keyboard: Press and hold down the 4 or 6 key. Release the key to stop.

Joystick: Push the joystick handle in the direction you want to go (left or right). Release the joystick to stop.

To take careful steps:

Keyboard: Press the 4 or 6 key while holding the SHIFT key.

You can use careful steps to move right up to the edge of a pit or a suspicious-looking floor section.

Joystick: Hold down a joystick button and push the joystick handle in the direction you want to go. You can use careful steps to move right up to the edge of a pit or a suspicious-looking floor section.

To jump up:

Keyboard: Press the 8 key.

Joystick: Push the joystick straight up.

To jump forward:

Keyboard: When you are standing still, press the 7 or 9 key.

Joystick: When you are standing still, push the joystick up diagonally in the direction you want to jump.

To run and jump forward:

Keyboard: You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Press a key to start running

left or right, then press the 8 key to jump. Don't be afraid of pressing the 8

key too early; the Prince will wait until the last possible moment to jump.

Joystick: You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Push the joystick handle left or right to start running, then up to jump. Don't be afraid of pushing the joystick up too early; the Prince will wait until the last possible moment to jump.

To climb up onto a ledge:

Keyboard: Stand facing the ledge and press the 8 key. If necessary, use careful steps to position yourself below the ledge.

Joystick: Stand facing the ledge and push the joystick straight up. If necessary, use careful steps to position yourself below the ledge.

To climb down from a ledge:

Keyboard: Step up to the edge, turn around, then press the 5 key.

Joystick: Step up to the edge, turn around, then push the joystick down.

To hang from a ledge:

Keyboard: Press and hold the SHIFT key while climbing down. To let yourself drop, release the SHIFT key.

To pull yourself up onto the ledge, press the 8 key.

Any time you jump or fall within reach of a ledge, you can grab onto it by pressing SHIFT.
Remember—when you release the SHIFT key, you let go of the ledge.

Joystick: Press a joystick button and hold it. To let yourself drop, release the button.
To pull yourself up onto the ledge, push the joystick up.

Any time you jump or fall within reach of a ledge, you can grab onto it by pressing a button.
Remember—when you release the button, you let go of the ledge.

To crouch:

Keyboard: Press the 5 key. Release the key to stand up.

Joystick: Pull the joystick handle straight down. Release it to stand up.

To pick something up:

Keyboard: Stand in front of the object you want to pick up and press the SHIFT key.

Joystick: Stand in front of the object you want to pick up and press a button.

Sword Fighting

When you come face to face with an armed opponent, release all keys, or the joystick. You will automatically draw your sword -if you have one-and go en garde. In this stance, the controls are somewhat different.

To strike:

Keyboard: Press the SHIFT key (or CTRL, OPTION or the 0 on the numeric keypad).

Joystick: Press a joystick button.

To advance:

Keyboard: Press the 4 or 6 key depending on where the opponent is relative to the Prince.

Joystick: Push the joystick handle towards your opponent.

To retreat:

Keyboard: Press the 4 or 6 key depending on where the opponent is.

Joystick: Push the joystick handle away from your opponent.

To block your opponent's strike:

Keyboard: Press the 8 key just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully, and wait for him to strike.

Joystick: Push the joystick up just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully, and wait for him to strike.

To stop fighting:

Keyboard: Press the 5 key. Once you have put away your sword, you are free to run, jump and climb as usual.

Be careful, though-when you are off guard, a single sword blow can kill you.
To draw your sword again, press the SHIFT key.

Joystick: Push the joystick down. Once you have put away your sword, you are free to run, jump and climb as usual. Be careful, though-when you are off guard, a single sword blow can kill you. To draw your sword again, press a joystick button.

Hints

- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of the pit before you jump.
- If you jump a chasm but fall short, you may still be able to grab on to the opposite ledge by pressing the SHIFT key (or a joystick button). Remember, when you let go of the SHIFT key, you let go of the ledge.
- Every time you block an opponent's sword strike, the force of the blow pushes you back slightly. If you adopt a defensive strategy, you will find yourself steadily losing ground. Try following up a successful block with a strike.
- Test for loose floor sections by jumping up and down.
- You can knock out a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands.
- There are two kinds of pressure-activated floor plates. One kind raises gates, the other lowers them. With experience, you can learn to distinguish them from ordinary floor sections and from each other.
- In the dungeons and palace you will find various potions. Some are healing potions that will restore your strength. Other potions have different effects. With experience, you can learn to recognize which potions are which.
- You can cross a bed of spikes safely by taking careful steps.
- A two-story drop will hurt you. A three-story drop will kill you.
- If you encounter an opponent whom it seems impossible to beat, perhaps there is a way to avoid the fight entirely.
- You never know what you'll find in a dungeon. Don't be afraid to explore, to experiment, and even to take an occasional leap of faith. After all, you've got nothing to lose except your life, the Princess, and the entire kingdom.

Life and Death

The row of potions or bullets in the lower left corner of the screen indicates your current strength. Every time you get hurt, you lose one unit of strength. When the last of your strength disappears, you die.

You start the game with three units of strength. Later on, you may be able to increase your strength beyond this limit.

Things that cost you one unit of strength include a blow by a guard's sword, two-story falls, and having a section of the floor collapse on your head. Other, more serious accidents can kill you outright.

An opponent's strength is indicated by a row of bullets in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or dispose of him in some other way.

Adventuring

Although this is your first time inside the Sultan's palace, you do have some general information that may help you:

- The Princess is imprisoned in the high tower of the palace. To reach her, you must find your way out of the dungeons, through the palace's main building, and up to the top of the tower.
- Since your arrival in the city, you have heard some strange rumors. It is whispered that the Grand Vizier Jaffar is a magician, a master of the black arts of enchantment; that his powers are more than mortal. Knowing, as you do, that much of what passes for magic is mere trickery and superstition, you are reluctant to take these stories too seriously. Nevertheless, they don't do much for your peace of mind.

Death and Continuation

When you die, the message "PRESS ANY KEY TO CONTINUE" will appear on the screen. Press a key to return to the beginning of the current level.

If you don't press a key, the message will start to flash in warning, accompanied by a chime. After ten chimes, the game will end and you will be returned to the title sequence.

You can continue a game as many times as you want without penalty. Remember, though, the sands in the hourglass are draining away . . . .

If you get yourself into a situation where you can find no way out, select **Restart Level** from under the **Game** menu on the **Macintosh**, or press **Ctrl-A** on the **IBM**.

To see how much time is left, press the **Space Bar**.

WHEN YOU STOWED AWAY ON A SHIP BOUND FOR PERSIA, little did you dream that you would fall in love with the Sultan's beautiful young daughter. Still less could you have imagined that you, an unknown adventurer with neither wealth nor title, would win her hand and be hailed by an adoring population as the new Prince of Persia.

In fact, the Sultan had counted on marrying his daughter, if not to a king, then at least to a prince whose wealth and stature would favorably complement his own. The thought of giving her up to someone such as yourself upset the Sultan so much that he nearly ordered your head cut off on the spot.

Only the Princess's quick intervention saved your life. And only by means of the most eloquent pleading (backed by copious tears) was she able to persuade her father to grant your request. So it was that Persia gained a new Prince.

This, at least, is how you remember it.

Until, one morning, you enter the throne room and find your place at the Princess's side already taken by someone who bears a disturbing resemblance to *you*. Worse, even the Princess doesn't recognize you.

At a word from the "Prince," the Sultan's guards lay hold of you. This is no time to argue. You break free and leap through the stained-glass window on the rooftop of the palace. With every guard in Persia after you, you barely escape with your life by jumping onto a merchant ship.

As the wind carries you away from Persia, ever further away from the Princess and the happiness that was all too briefly yours, you vow that from this moment on you will live only to find your way back. You don't know who your enemy is, nor how you will defeat him . . . but between you and the solution to this mystery lies your greatest adventure yet.

Getting Started

Macintosh®

To Play Prince of Persia 2: The Shadow and The Flame you must have:

- 256 Color Macintosh
- 4MB RAM (with 2.5MB available)
- System 6.0.7 or higher
- Hard disk with 15MB free space

Prince of Persia 2 requires that your Macintosh must be set to display 256 colors. To do this, open your Monitors Control Panel and select 256 colors. (If you do not see 256 colors as an option, you may need to install additional VRAM in your Macintosh.)

Prince of Persia 2 requires 2,500K of available memory. To check your available memory, go to the Apple menu and select About This Macintosh (if you are using System 7), About the Finder (if you are using System 6.0.7 or 6.0.8), or About This Computer (if you are using a Performa).

If you are using System 7, you can free up additional memory by turning off System Extensions. To turn off extensions, hold down the Shift key and Restart your Macintosh. When you see the message "Welcome to Macintosh, Extensions Off," release the Shift key. To turn extensions back on, Restart your Macintosh normally.

Hard Disk Installation

Installation of Prince of Persia 2 to a hard disk is required. You will need 15MB of hard disk space free to install the program. After installation, you can reduce the size to 13MB by using the Compress Data option. See the section below titled Compressing Data for instructions.

To install Prince of Persia 2: The Shadow & the Flame, insert the Prince of Persia CD Collection disc into your CD-ROM drive (using a disc caddy if appropriate), then double-click on the PoP CD Collection icon. Now click on and drag the Prince of Persia 2 folder onto your hard drive.

To play, double-click on the Prince of Persia 2 folder, then double-click on the Prince of Persia 2 icon. The opening title sequence will begin followed by a self-running demo. When you are ready to begin play, click the mouse button or press the space bar to start a new game.

Compressing Data

When you first launch Prince of Persia 2 you will be given the option to Compress Data. This will reduce the amount of hard disk space the program will occupy from 15MB to 13MB.

This operation can take anywhere from 10 to 100 minutes, depending on the speed of your Macintosh. If you wish to abort the Compress Data process, press the Esc key.

If you wish to Compress Data at a later time, simply select Compress Data from the Game menu.

IBM® & 100% Compatibles

To play Prince of Persia 2: The Shadow and the Flame you must have:

- 10MHz 286 or faster machine
- 640K RAM
- 2MB of RAM for digital sounds (voices, sound effects)
- Hard disk with 7MB of free space
- VGA card, VGA monitor
- 1.44MB 3.5” disk drive

Windows™ 95/98 Users: Installing and Starting from Windows™ 95/98

Autorun Enabled

To install Prince of Persia to your hard disk follow these instructions:

Insert the CD in the CD-Rom drive and select “Install The Collection” in the Startup menu.

Once the installation has been completed you can run the program by going to the Start \Programs menu and selecting

Red Orb Entertainment\Prince of Persia Collection Limited Edition\Prince of Persia Collection.

Autorun Disabled

To install Prince of Persia to your hard disk follow these instructions:

Double click on the CD icon in “my computer” and double click on the launcher.exe file and then select “Install The Collection” in the Startup menu.

Once the installation has been completed you can run the program by going to the Start \Programs menu and selecting Red Orb Entertainment\Prince of Persia Collection Limited Edition\Prince of Persia Collection.

Options and Special Keys

Macintosh®

The **Menu Bar** can be accessed at any time during game play by pressing the mouse button.

To **start** a new game, select New Game from the File menu.

To **load** and play a saved game, select Open Game. . . from the File menu, then double-click on the name of the saved game you wish to resume.

To **save** the current game, select Save Game. . . from the File menu.

To **end** the current game and return to the title screen, select End Game from the File menu.

To **quit** the application and return to the desktop, select Quit from the File menu. If, while playing the game, you find yourself trapped with no way out, select Restart Level from the Game menu.

By pulling down the Game menu, you can also Pause the game, turn the Sound or Music off or on, select Full Screen, Compress Data, or Restart Level.

You can also use the following special keys:

Esc/Clear	Pause the game. Press any other key to resume play.
X -T	Turn all sound off/on.
X -M	Turn ambient music off/on.
X -F	View program in desktop window/full screen.
X -N	Start a new game.
X -O	Open a saved game.
X -R	Restarts play from the beginning of the current level or the last rebirth point.
X -S	Saves the current game to disk.
X -E	Ends the game and returns you to the opening title sequence.
X -Q	Quit the game and return to the desktop.
X -H	View Hall of Fame.

IBM® & 100% Compatibles

Press the Alt and O keys (Alt-O) to access the Options screen during game play. From the Options screen you can use the TAB key or the cursor keys to highlight a selection, press ENTER to change it, and press ESC to return to the game.

In addition to the Options screen, the following Special Keys are available during game play:

ESC	Pause the game. Press any other key to resume play.
Alt-S	Turn all sound off/on.
Alt-M	Turn ambient music off/on.
Alt-K	Select keyboard control.
Alt-J	Select joystick control. Also recalibrates the program to match your joystick. Make sure that when you press this key the joystick is in the center (released) position.
Alt-R	Ends the game and returns you to the opening title sequence.
Alt-A	Restarts play from the beginning of the current level or the last rebirth point.
Alt-G	Saves the current game to disk.
Alt-L	Load a saved game.
Alt-O	Access the Options screen.
Alt-Q	Quit game and return to DOS/Windows.
Control-Q	Quit game and return to DOS/Windows.
Alt-H	View Hall of Fame.

Storytelling Sequences

At certain points in the course of the game, you will be presented with short, non-interactive sequences that advance the story without requiring your active participation. If you wish to skip past one of these sequences, press the ESC key or the space bar.

Controlling Your Movements

Keyboard Play

The following instructions assume that you are using the numeric keypad. If you wish to use one of the alternative sets of keys, refer to the keyboard diagrams below. If you wish to use the joystick, read the "Joystick Play" section instead.

Running, Jumping, Climbing and Crawling

Use the following keys to control your movements. Note that certain keys perform different functions when used in conjunction with the SHIFT key. For example, the

key changes from "run left" to "careful step left" when the SHIFT key is depressed.

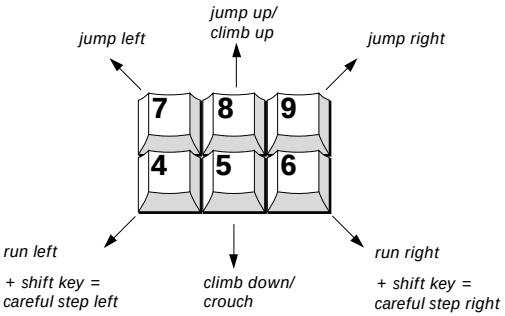
SHIFT = pick up items or hang from a ledge

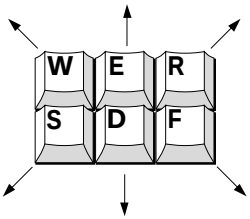
in combination with

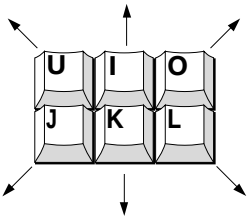
or

take careful steps.

CONTROL/(0) = draw your sword







To turn around:

Quickly press and release the

or

key depending on which direction you want to turn.

To run:

Press and hold down the

or

key. Release the key to stop running.

To take careful steps:

Press the 4 or 6 key while holding the SHIFT key.

You can use careful steps to move right up to the edge of a chasm or a suspicious-looking floor section.

To jump up:

Press the 8 key.

To jump forward:

When you are standing still, press the 7 or 9 key.

To run and jump forward:

You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge.

Press a key to start running left or right, then, with the running key still depressed, press the 8 key to jump

Don't be afraid of pressing 8 too early; the Prince will wait until the last possible moment to jump.

To climb up onto a ledge:

Stand facing the ledge and press and hold the 8 key. If necessary, use careful steps to position yourself below the ledge.

To climb down from a ledge:

Step up to the edge, turn around, then press the 5 key.

To hang from a ledge:

Press and hold the SHIFT key while climbing down. To let yourself drop, release the SHIFT key.

To pull yourself up onto the ledge, press the 8 key.

Remember, if you hang and swing from a ledge too long your arms will tire and you'll lose your grip and fall.

Any time you jump or fall within reach of a ledge, you can grab onto it by pressing SHIFT. Remember, though, when you release the SHIFT key, you let go of the ledge.

To crouch:

Press the 5 key. Release the key to stand up.

To crawl:

In certain situations, pressing the 5 key followed by the 4 or 6 key will cause you to throw yourself flat on the floor. When this happens, press the 4 or 6 key to crawl in the direction you want to go (left or right).

To crawl backwards,press a key to move in the opposite direction. To stand up while crawling, press the 8 key.

Note: You cannot draw your sword while crawling.

To pick something up:

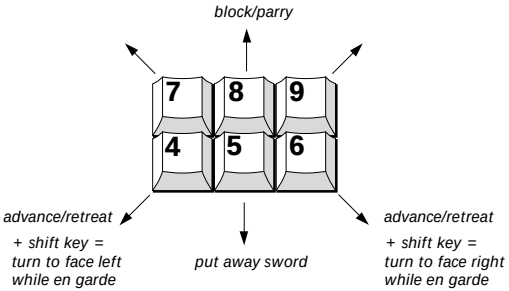
Stand in front of the object you want to pick up and press the SHIFT key.

Sword Fighting

To draw your sword:

Press the **CONTROL** key (or 0 on the numeric keypad) to draw your sword—if you have one—and go en garde.

When you are en garde, the keys perform somewhat different functions:



SHIFT or **DEL** (in combination with [4] or [6]) = turn around

CONTROL/(0) = strike with your sword

To strike:

Press the CONTROL key (or 0 on the numeric keypad). Each press of a key represents one sword strike.

To advance or retreat:

Press the [4] or [6] key.

To block your opponent's strike:

While facing your opponent, press the [8] key just as he is striking. It may take some practice to get the timing right so watch your opponent carefully, and wait for him to strike.

To turn around:

Usually if an opponent attacks you from behind, you will automatically turn to face him. However, there are situations in which you may wish to deliberately turn your back on an opponent -- for instance, when you find yourself sandwiched between two opponents, or when you simply wish to run away. To turn around while en garde, press

[4] or [6] while holding down the SHIFT key.

To put away your sword:

Press the 5 key. Once you have put away your sword, you are free to run, jump and climb as usual.

To draw your sword again, press the CONTROL key (or 0 on the numeric keypad).

Magic

In the course of the game, the Prince may gain certain magical abilities.

Becoming Shadow Man

As a result of an experience with a magic mirror in Jaffar's dungeons, the Prince has gained the ability (though he has not yet realized it) to separate himself from his body, and move through the world in his shadow form.

To do this, you must alternate between pressing the 4 or 6 keys in rapid succession,

turning again and again until your shadow starts to shake loose from your body. To survive this transition, you must have at least nine units of strength.

When you become Shadow Man, your body will crumple to the floor and lie there motionless while you roam around in shadow form. To everyone else, it will appear that you are dead. To return to your body, stand next to it and press

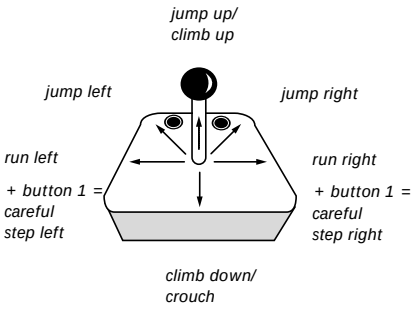
5 to crouch. This will cause you to rejoin your body.

Throwing the Fireball

At a certain point, you may come into possession of a magic fire. You know you have the fire when you see a bluish glow surrounding you as you move. You must have at least three units of strength to throw a fireball. To throw a fireball at an enemy, turn to face him and press the CONTROL key (or 0 on the numeric keypad). You will lose one unit of strength each time you throw a fireball.

Joystick Play

For installation and configuration instructions for your joystick, Gravis GamePad™, or MouseStick® II, please refer to the manual that came with the device.



Running, Jumping, Climbing and Crawling

button 1 = pick up items or hang from a ledge in combination with joystick movement left or right = take careful steps

button 2 = draw your sword or hang from a ledge

To turn around:

Tap the joystick handle to the left or right.

To run:

Push the joystick handle in the direction you want to go (left or right). Release the joystick to stop running.

To take careful steps:

Hold down button 1 and push the joystick handle in the direction you want to go (left or right). You can use careful steps to move right up to the edge of a chasm or a suspicious-looking floor section.

To jump up:

Push the joystick straight up.

To jump forward:

When you are standing still, push the joystick up diagonally in the direction you want to jump.

To run and jump forward:

You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Push the joystick handle left or right to start running, then up to jump. Don't be afraid of pushing the joystick up too early; the Prince will wait until the last possible moment to jump.

To climb up onto a ledge:

Stand facing the ledge and push the joystick straight up. If necessary, use careful steps to position yourself below the ledge.

To climb down from a ledge:

Step up to the edge, turn around, then pull the joystick down.

To hang from a ledge:

Press and hold a joystick button while climbing down. To let yourself drop, release the button. To pull yourself up onto the ledge, push the joystick up. Remember, if you hang and swing from a ledge too long your arms will tire and you'll lose your grip and fall.

Any time you jump or fall within reach of a ledge, you can grab onto it by pressing a button. Remember, though, when you release the button, you let go of the ledge.

To crouch:

Pull the joystick handle straight down. Release it to stand up.

To crawl:

In certain situations, pulling the joystick handle down, then in the direction you are facing will cause you to throw yourself flat on the floor. When this happens, push the joystick to crawl in the direction you want to go (left or right). To crawl backwards, push the joystick in the opposite direction. To stand up while crawling, push the joystick up.

Note: You cannot draw your sword while crawling.

To pick something up:

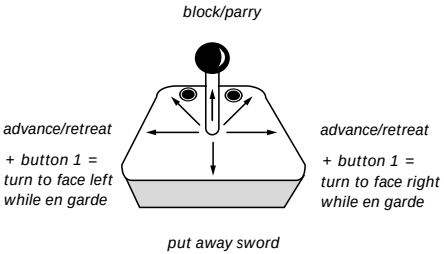
Stand in front of the object you want to pick up and press button 1.

Sword Fighting

To draw your sword:

Press button 2 to draw your sword-if you have one-and go en garde.

When you are en garde (sword drawn), the controls are somewhat different:



button 1 (in combination with the joystick) = turn around, button 2 = strike with your sword

To strike:

Press button 2. Each press of the button represents one sword strike.

To advance or retreat:

Push the joystick handle left or right.

To block your opponent's strike:

Push the joystick up just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully, and wait for him to strike.

To turn around:

Usually, if an opponent attacks you from behind, you will automatically turn to face him. However, there are situations in which you may wish to deliberately turn your back on an opponent — for instance, when you find yourself sandwiched between two opponents, or when you simply wish to run away. To turn around while en garde, push the joystick in the direction you wish to face (left or right) while holding button 1.

To put away your sword:

Pull the joystick down. Once you have put away your sword, you are free to run, jump and climb as usual. To draw your sword again, press button 2.

Magic

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Becoming Shadow Man

As a result of an experience with a magic mirror in Jaffar's dungeons, the Prince has gained the ability (though he has not yet realized it) to separate himself from his body, and move through the world in his shadow form.

To do this, push the joystick handle from left to right, in rapid succession, turning again and again until your shadow starts to shake loose from your body. To survive this transition, you must have at least nine units of strength.

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Throwing the fireball

At a certain point, you may come into possession of a magic fire. You know you have the fire when you see a bluish glow surrounding you as you move. You must have at least three units of strength to throw a fireball. To throw a fireball at an enemy, turn to face him and press button 2. You will lose one unit of strength each time you throw a fireball.

Hints

PLEASE DO NOT CALL THE BRØDERBUND TECHNICAL SUPPORT LINE FOR GAME HINTS. To purchase Prince of Persia: The Official Strategy Guide (covers Prince of Persia 2: The Shadow and The Flame and Prince of Persia) visit your favourite software dealer or bookstore. Or call Brøderbund Europe on 01429 273029.

- In the course of your adventures you will find various potions. Some are healing potions that will restore your strength. Other potions have different effects. With experience, you can learn to recognize which potions are which. Make every effort to find as many life enhancing potions as possible. This will not only increase your strength, but also allow you to come into possession of magic "powers" that you will need later on.
- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of it before you jump.
- If you jump a chasm but fall short, you may still be able to grab onto the opposite edge by pressing the SHIFT key (in keyboard mode) or a joystick button (in joystick mode). Remember, when you let go of the key or button, you let go of the ledge.
- Every time you block an opponent's sword strike, the force of the blow pushes you back slightly. If you adopt a defensive strategy, you will find yourself steadily losing ground. Try following up a successful block with a strike.
- Test for loose floor sections by jumping up and down. If a section of the floor wobbles, you can bet it's loose. You can also cause loose floor sections to fall by standing nearby and jumping up and down to shake them repeatedly.
- You can knock out a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands.
- If a loose floor section is about to fall on your head, you can protect yourself by crouching down. The floor will break harmlessly over your back, which hurts much less.
- Look for the pressure-activated floorplates that open and close gates. There are three kinds of pressure plates. One kind opens gates, another closes them, and a third both opens and closes them. With experience, you can learn to identify the different kinds of pressure plates, and often to guess what they will do before you step on them.
- Look out for pressure plates that trigger hidden dart shooters.
- Watch out for spikes that spring out of the wall. If you want to climb a wall that is booby-trapped with spikes, first take a careful step to trigger the spikes. Once the spikes have been triggered, you can climb the wall without getting hurt.
- A two-story drop will hurt you. A three-story drop will kill you. Instead of stepping straight off a high ledge, it is often wiser to reduce the distance you must fall by turning your back to the ledge, climbing down to hang from it, and letting yourself drop.
- When you let yourself drop from a ledge, you can often influence the direction of your fall by choosing the right moment to let go. If you let go while you are swinging forward, you will fall forward. If you let go while you are swinging backward, you will fall backward.
- Not all swords are created equal. Some are more equal than others.
- If you encounter an opponent whom it seems impossible to beat, perhaps you're not using the right weapon. Or perhaps there is a way to avoid the fight entirely.

Life and Death

The row of red potion bottles in the lower left corner of the screen indicates your current strength. Every time you get hurt, you lose one unit of strength. When the last of your strength disappears, you die.

You start the game with three units of strength. Later on, you will be able to increase your strength beyond this limit by finding life enhancing potions. The more you can find, the better off you will be.

Things that cost you one unit of strength include a blow by a guard's sword, two-story falls, and having a section of the floor collapse on your head. Other, more serious accidents can kill you outright.

An opponent's strength is indicated by a row of blue potion bottles in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or find some other way to dispose of him.

Death and Continuation

When you die, the message "PRESS KEY TO CONTINUE" will appear on the screen. Press any key or a joystick button to return to the beginning of the current level or the last rebirth point.

If you don't press a key, the message will start to flash in warning, accompanied by a chime. After ten chimes, the game will end and you will be returned to the opening title sequence.

If you get yourself into a situation where you can find no way out, press X -R (Macintosh) or Alt-A (IBM/Tandy) to restart the level from the beginning of the current level or at the last rebirth point.

Time Limit

During the first few levels, there is no time limit, and you can die and continue the game as many times as you want without penalty.

Sometime after you have completed the third level, a certain event will occur back in Persia that will start the clock ticking. You will know when it happens. From this moment on, although you can still die and continue the game as many times as you want, the clock will be ticking. When time runs out, the game will be over.

To find out how much time you have left at any point after the timer starts, press the space bar.

Saving Your Game

Macintosh®

To save your game in progress, select Save Game. . . from the File menu. More than one game can be saved by entering a unique name for each game to be saved. If you would like to resume a saved game, you can either double-click on the saved game icon, or select Open Game from the File menu and double-click on the saved game you wish to resume.

IBM® and 100% Compatibles

To save a game in progress, press Alt-G at any time during play to access the Saved Games screen. Use the TAB key to select a vacant Saved Game slot, then type in a unique name for the game you want to save. When you have finished, press ENTER to return to the action.

Ten games can be saved at any one time. If you wish to save a game when all of the saved game slots are filled, you will have to replace a previously saved game. To save over an existing saved game, select the occupied saved game slot, delete the saved game name, and then enter the new name.

If you would like to resume a saved game, instead of pressing any key or a joystick button to start a new game, press Alt-L to access the Resume Saved Game screen. Use the TAB key to select the game you wish to resume, then press ENTER. The game will resume from the beginning of the level or from the rebirth point you were at when you saved it.

About the Author

Jordan Mechner, 31, was born in New York City and graduated from Yale University in 1985. He is the author of three award-winning computer games: **Karateka, Prince of Persia,** and **Prince of Persia 2: The Shadow & The Flame.**

A screenwriter and independent filmmaker, Jordan also produced, wrote, and directed the documentary film Waiting for Dark. In 1993 he founded Smoking Car Productions, an entertainment development company in San Francisco. Smoking Car Productions is currently at work on an exciting new CD-ROM title.

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We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.